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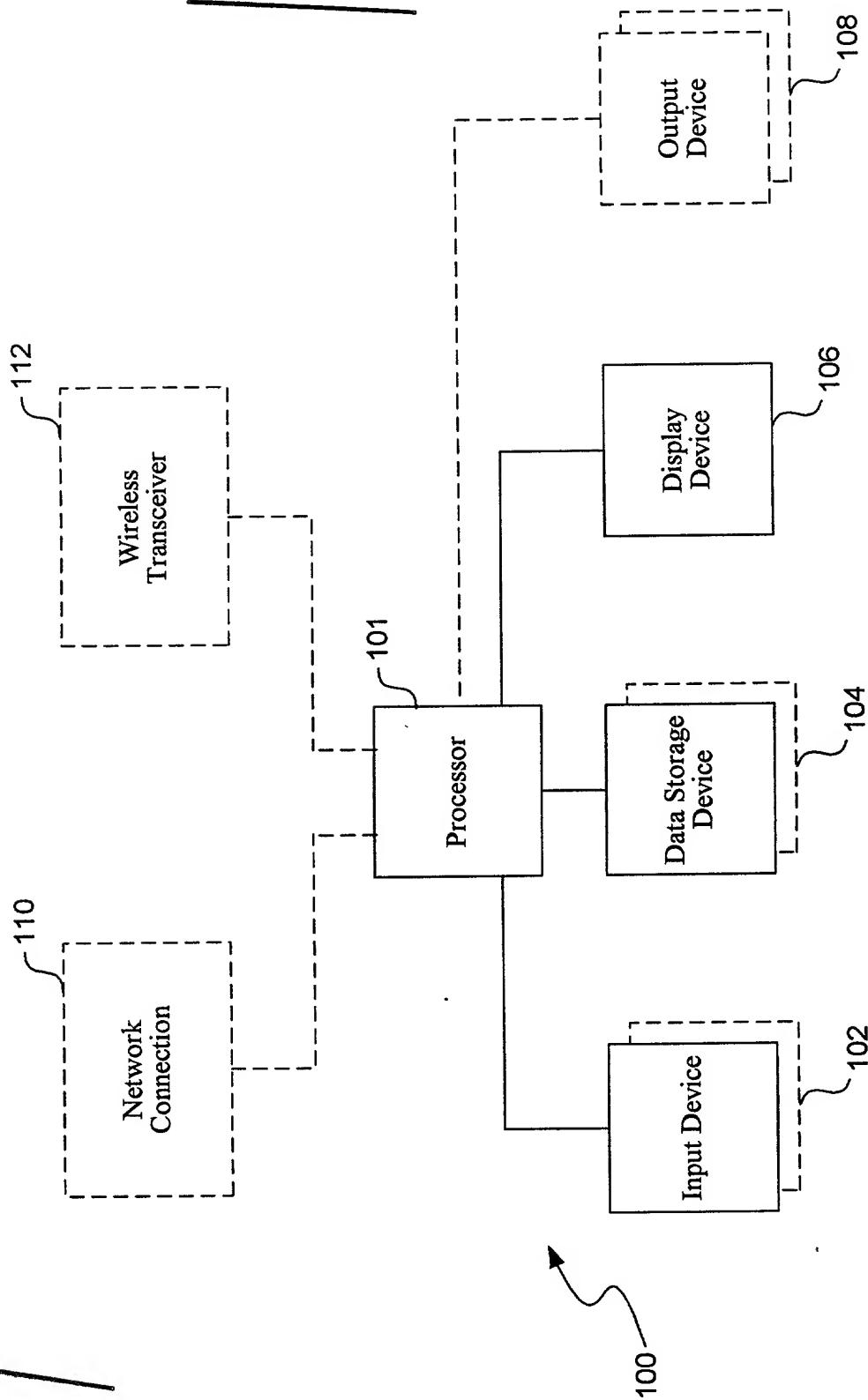


Fig. 1

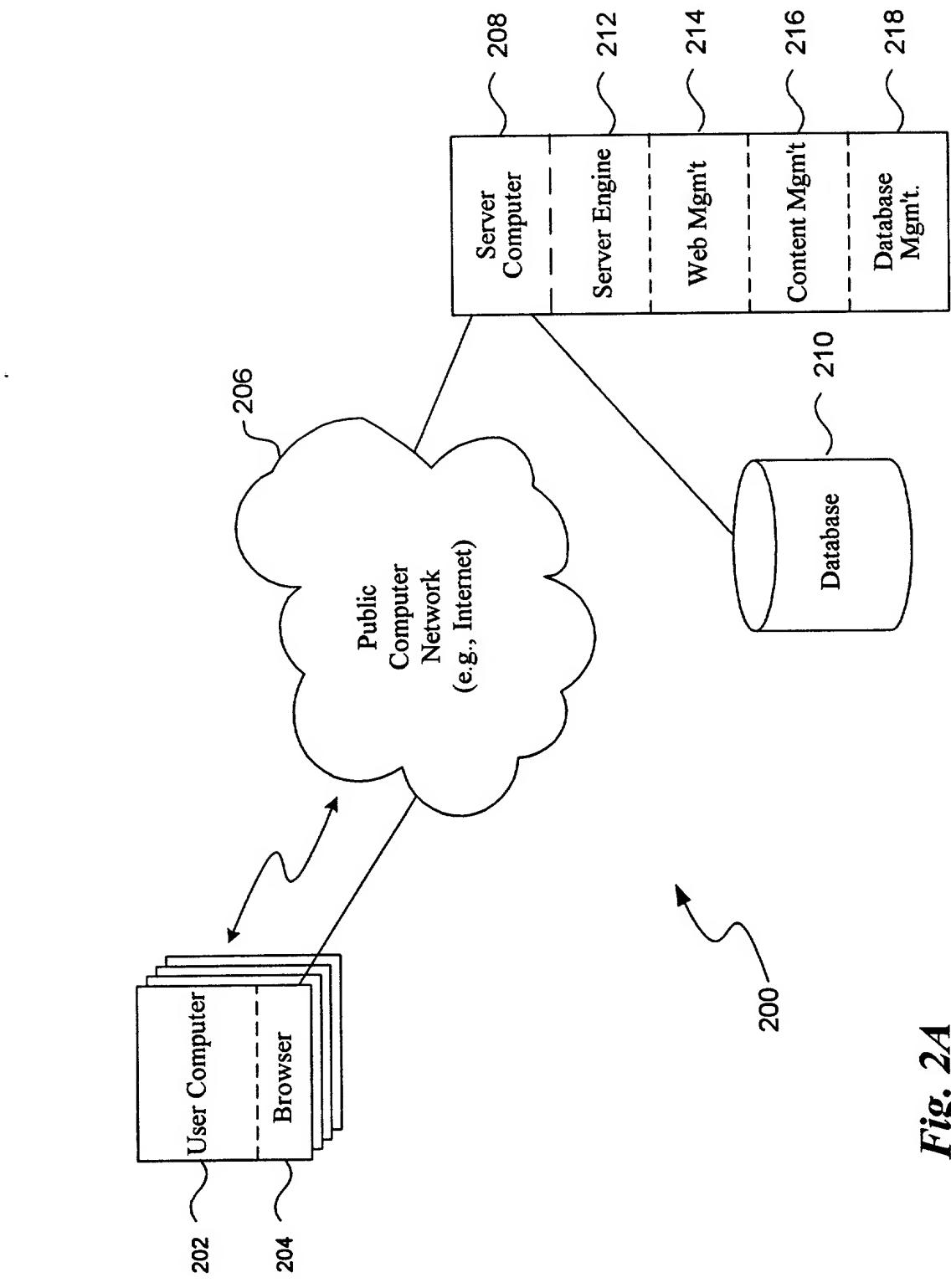


Fig. 2A

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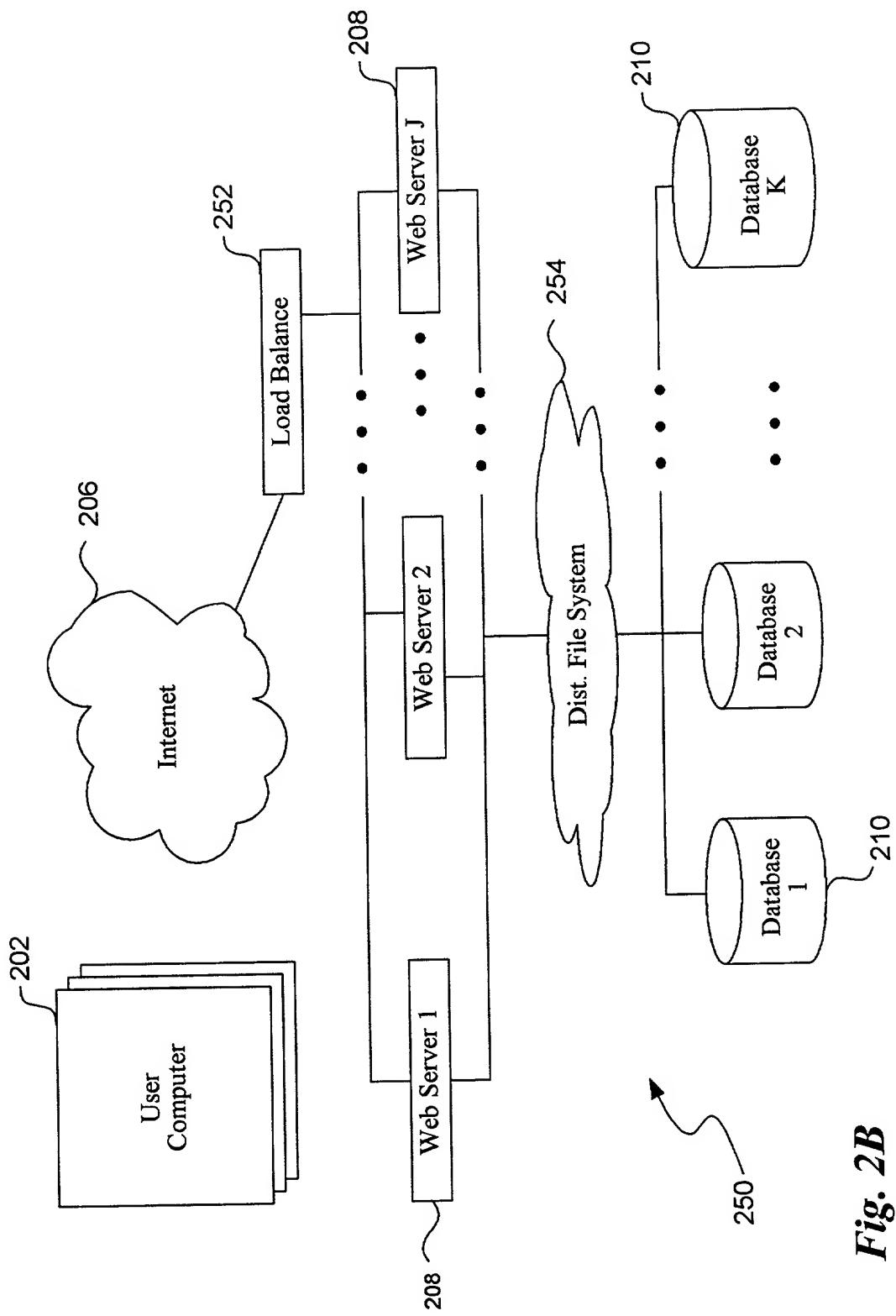


Fig. 2B

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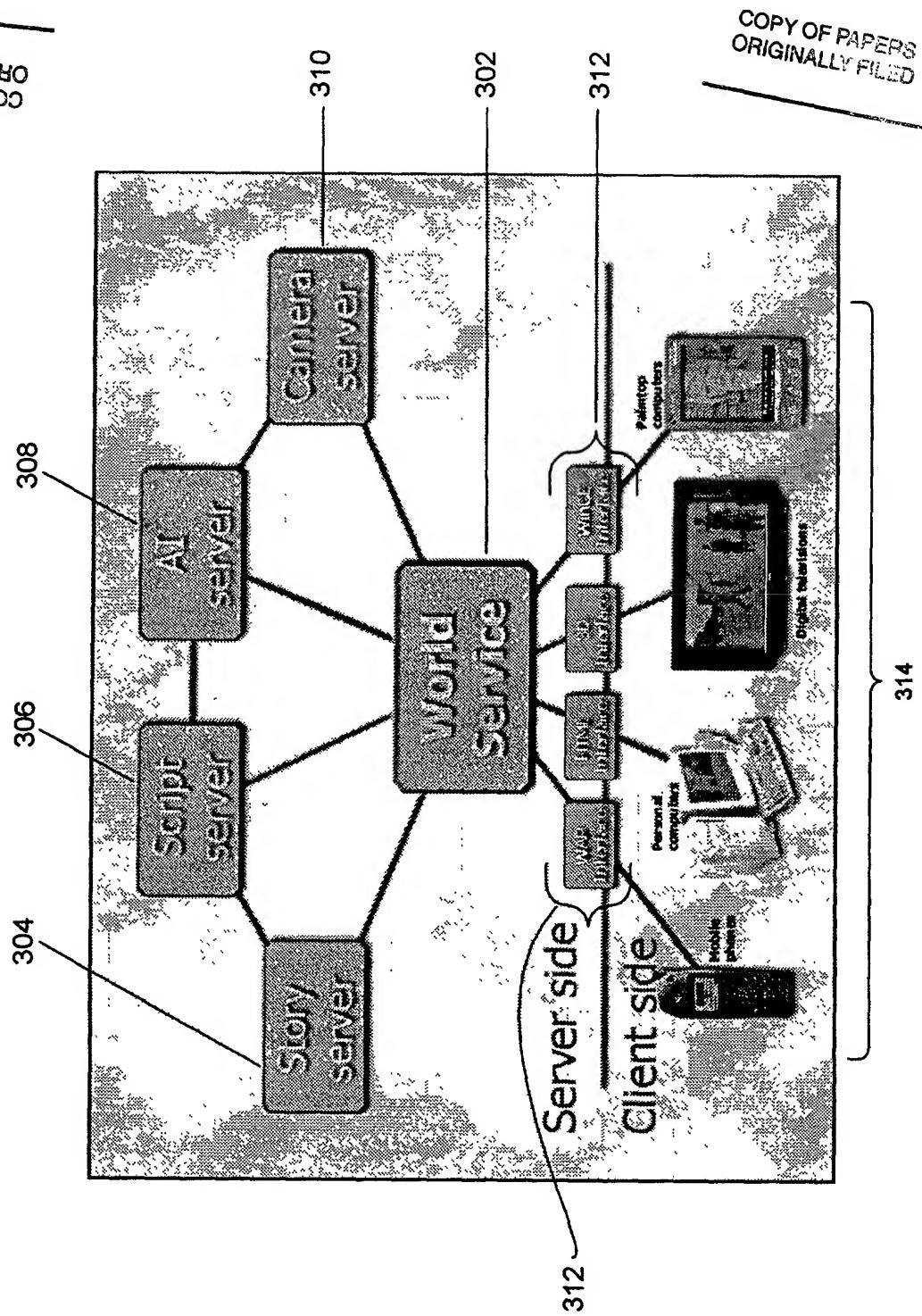


Fig. 3

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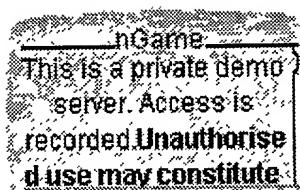


Fig. 4

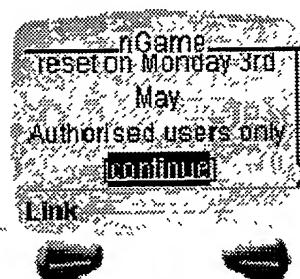


Fig. 5



Fig. 6

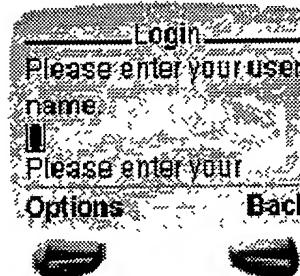


Fig. 7

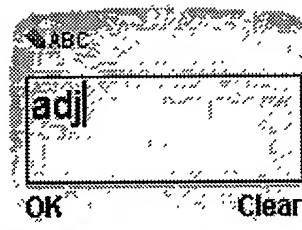


Fig. 8



Fig. 9

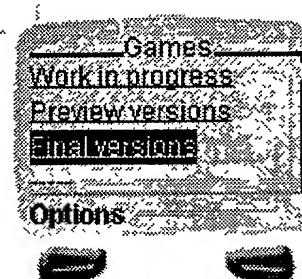


Fig. 10

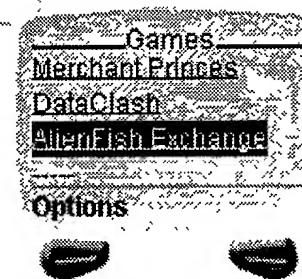


Fig. 11

This sequence shows the user logging in to the games server and selecting the game "Alien Fish Exchange"

The next sequence shows "Alien Fish Exchange" in action and trhe user playing it. Obviously starting at "Day 1"



Fig. 12

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Fig. 13



Fig. 14

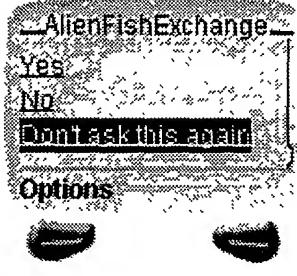


Fig. 15

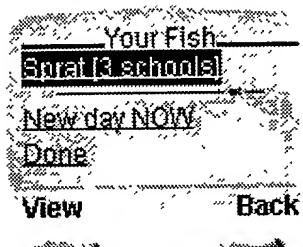


Fig. 16



Fig. 17

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Fig. 18

At this point we will assume that the game was terminated, i.e., through loss of connection or because the user chose do.

Now we come to a point where the user wishes to continue the game of "Alien Fish Exchange" they were playing before, so the user repeats the login process as before.

But this time when they come to select the game they want (in this case "Alien Fish Exchange"), the user is given the opportunity to continue their current game.



Fig. 19

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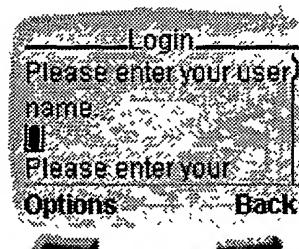


Fig. 20



Fig. 21



Fig. 22

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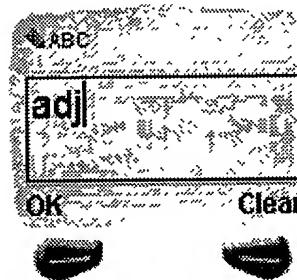


Fig. 23

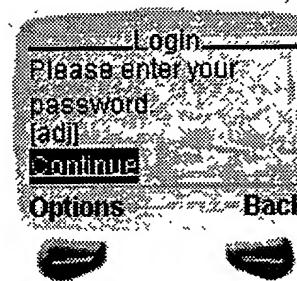


Fig. 24

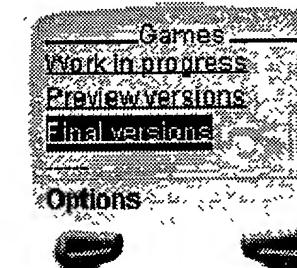


Fig. 25



Fig. 26

As the game loads it will allow the user to play from the point at which they left, as the following sequence shows.



Fig. 27



Fig. 28



Fig. 29



Fig. 30

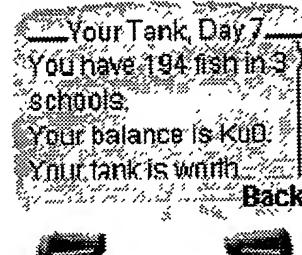


Fig. 31

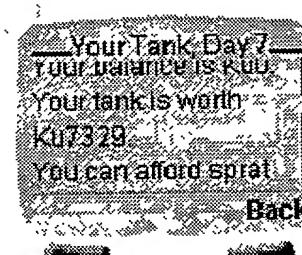


Fig. 32

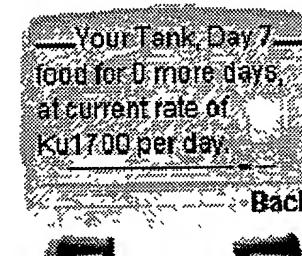


Fig. 33

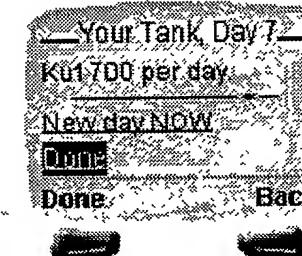


Fig. 34

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